

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of:

CHANG-KYU PARK *et al.*

Serial No.: *to be assigned*

Examiner: *to be assigned*

Filed: 11 March 2004

Art Unit: *to be assigned*

For: PURCHASING BETTING TICKETS USING WIRELESS COMMUNICATION
NETWORK

INFORMATION DISCLOSURE STATEMENT

Mail Stop Patent Application

Commissioner for Patents

P.O.Box 1450

Alexandria, VA 22313-1450

Sir:

In accordance with 37 C.F.R. §1.56, and §§1.97 and 1.98 as amended, Applicant cites, describes and provides copies of the following art references:

1. U.S. Patent Application No. 2001/0037293 to Hindman *et al.*, entitled *INTERACTIVE WAGERING SYSTEM FOR PROVIDING WAGERING INFORMATION AND METHOD OF USE*, published on November 1, 2001
2. U.S. Patent Application No. 2001/0039204 to Tanskanen, entitled *MOBILE STATION FOR USE IN A BETTING SYSTEM*, published on November 8, 2001;
3. U.S. Patent Application No. 2002/0049074 to Eisinger *et al.*, entitled *METHOD OF MAKING A GAME AVAILABLE FOR A MOBILE TELEPHONY TERMINAL OF A SUBSCRIBER AND PROGRAM MODULES AND MEANS THEREFOR*, published on April 25, 2002;

4. U.S. Patent Application No. 2002/0068631 to Raverdy *et al.*, entitled *SYSTEM AND METHOD TO SUPPORT GAMING IN AN ELECTRONIC NETWORK*, published on June 6, 2002;
5. U.S. Patent Application No. 2002/0147047 to Letovsky *et al.*, entitled *METHOD AND SYSTEM FOR REMOTE GAMING*, published on October 10, 2002;
6. U.S. Patent Application No. 2003/0064805 to Wells, entitled *WIRELESS GAME PLAYER*, published on April 3, 2003;
7. U.S. Patent Application No. 2003/0176162 to Planki *et al.*, entitled *WIRELESS PARTICIPATION IN BETTING OR LOTTERY SYSTEMS*, published on September 18, 2003;
8. U.S. Patent No. 6,089,975 to Dunn, entitled *ELECTRONIC GAMING APPARATUS WITH MEANS FOR DISPLAYING INTERACTIVE ADVERTISING PROGRAMS*, issued on July 18, 2000;
9. U.S. Patent No. 6,527,638 to Walker *et al.*, entitled *SECURE IMPROVED REMOTE GAMING SYSTEM*, issued on March 4, 2003;
10. U.S. Patent No. 6,554,709 to Brenner *et al.*, entitled *INTERACTIVE WAGERING SYSTEMS AND PROCESSES*, issued on April 29, 2003;
11. U.S. Patent No. 6,674,448 to Garahi *et al.*, entitled *INTERACTIVE WAGERING SYSTEM WITH CONTROLLABLE GRAPHIC DISPLAYS*, issued on January 6, 2004; and
12. U.S. Patent No. 6,682,421 to Rowe *et al.*, entitled *WIRELESS GAMING ENVIRONMENT*, issued on January 27, 2004.

Hindman *et al.* '293 relates to interactive wagering systems and methods for automatically providing information related to wagering to a user. An interactive wagering application may provide the user with information related to a wager that the user created for a specific race. Such information may be related to, for example, a wager that the user has placed or a wager that the user has refrained from placing. If the user has created and placed the wager, the interactive wagering

application may automatically provide the user with the results of the wager after the race is completed. If the user has refrained from placing the wager, the interactive wagering application may automatically provide the user with the opportunity to place the wager before the start of the race.

Tanskanen '204 relates to a method and system for providing real time scratch-off lottery like games over a wireless network. The method and system allow a user of a wireless station to play a lottery game electronically with the feel of real-time scratch and win determination. Substantially concurrently, security, including win/loss determination is maintained by a betting service provider on a system apart from the wireless station of the user. The system tracks user accounts, outstanding lottery games, and randomly determines win/loss information. The user is notified of win or loss (or the value "underneath" the scratch-off block in near real time. The wireless station transmits minimal amounts of data, typically a lottery ticket identifier and description of the users actions to the betting service provider and receives a value to display from the betting service provider.

Eisinger *et al.* '074 relates to a method of making a game available for a mobile telephony terminal (TERA) of a subscriber (SUBA), a terminal program module (PMT) therefor, a server program module (PMS) therefor, a charge computer program module (PMAC) for calculating charges in association with the provision of the game, and a mobile telephony terminal (TERA), a server (SER) and a charge billing computer (ACC). In the method, via a wireless network (NET) the mobile telephony terminal (TERA) sends a server (SER) a request message containing a request for participation in a game and containing an identification code (IDA) of the subscriber (SUBA) which is employed in particular for the use of the network (NET). As a function of the request message, the server executes a games program module (PL) for the execution of the desired game, thereby determines a games result (RESA) and sends this result to the mobile telephony terminal which outputs the result. Additionally, a memory device (DB) stores the at least one result in association with the identification code, it being possible for the result to be retrieved from the memory device (DB) after the game has ended.

Raverdy *et al.* '631 relates to a system and method to support electronic gaming in an electronic network which includes an event server that provides restricted access to various types of game services. One or more system users may utilize corresponding wireless portable user devices for connecting to the event server to thereby gain access to the foregoing game services as game participants. The system users may thereby utilize the user devices to access the event server for accessing appropriate gaming services and related information. In addition, a source system user may utilize a source user device to perform a transfer procedure for transferring ownership rights of an electronic certificate related to the electronic gaming to a target system user through a target user device. The foregoing transfer procedure may be conducted through the event server, or may occur directly from the source user device to the target user device.

Letovsky *et al.* '047 relates to a method, apparatus, and data that allows a player remotely located from wagering devices, such as slot machines, video lottery terminals (VLTs), etc., to make wagers on the wagering devices using funds on deposit in an account. The remote player may establish a communication link to the location where the wagering devices are housed through a remote-access service. After authentication of the player's identity, the player may be provided with a menu of available wagering devices. A wagering device computer network server, preferably coupled to video cameras, may transmit the image of the selected wagering device, or as appropriate, the video output of the wagering device, through telecommunications media, to the player. A pop-up control panel on the player's remote viewing system may provide graphical representations of the game play inputs of the actual wagering device, as well as a graphical display of current funds on account. The player may deposit money from an account directly into the wagering device via software controlled by icons in the pop-up control panel. The player then operates the selected device remotely through the graphical representations of the game play inputs in the pop-up control panel. Game play proceeds as per the attributes of the wagering device. Game play records and accounting may be kept on the wagering device, and the wagering device network server. The status of the player's current amount of money on deposit in the wagering device may be displayed on the device and transmitted to the player's remote viewing system in the video broadcast process. Upon

conclusion of the gaming session, any money remaining on deposit in the wagering device may be transferred to the player's account. The invention also discloses a method, apparatus, and data structure for remote gaming. This may include a video display, a control device, a video/audio distribution amplifier, a video graphic overlay board, and apparatus for linking the video display and control device.

Wells '805 relates to a gaming machine which provides methods and apparatus for operating a wireless game player that presents a game of chance executed on a gaming machine in communication with the wireless game player. In one embodiment, the wireless game player is a hand-held mobile device, electronically linked to a licensed gaming machine via a wireless connection. All random number generation (RNG) events, game outcomes, meter information, game related information, and all cash transactions are maintained in the licensed (controlled) gaming machine and not the wireless game player. The wireless game player may be used anywhere within the legal areas of the casino and it has the capability of identifying who is using it. For example, a biometric input device, such as a finger print reader may be used on the wireless game player to identify the player. Thus, the issue of under-age or excluded players is addressed.

Planki *et al.* '162 relates to a communication system or a method for wireless participation in a betting system, e.g. a lottery, football pools, horse-race betting, bingo or another betting or lottery system. The inventive communication system comprises a betting device (2), which receives and verifies the identification information of a player registered in the betting system, whereby said identification information is transmitted via a portable terminal (1) of a wireless telecommunications system and whereby the betting device (2) authorizes the participation of the player in the betting system using the portable terminal (1), dependent on the verification that the participation fee can be paid. The invention enables a player to flexibly participate in a betting or lottery system, independent of location and time.

Dunn '975 relates to a system for providing interactive video programs of promotional

advertising and information presentations to one or more casino or gaming establishment type of units of electronic video gaming machines each having a video game display screen. Each gaming machine is electronically interconnected to a central computer system of the casino or establishment and is provided with a programmed integrated circuit interface board for receiving the transmission of a video program of promotional advertising and information presentations to the video display screen of each gaming machine when such machine is not in game play by a game player. The integrated circuit interface board is programmed to terminate the transmission of the advertising and information program at each gaming machine upon the activation of game play of the machine by a game player. The program of interactive advertising and information presentations is supplied to the central computer system of the casino or gaming establishment by video tape or CD-Rom disk players or by telephonic modem interconnects.

Walker *et al.* '638 relates to a remote gaming system whereby a player can gamble against a wagering establishment or state-run lottery from a remote location on a personal computer or portable computer device where it is unnecessary to establish an on-line connection with a host computer associated with the wagering establishment, the gaming computer having associated gaming software for providing at least one wagering opportunity and enabling the player to obtain gambling credit and cash-out any resulting winnings, the host computer enabling the player to purchase and redeem gambling credit at the remote location in one embodiment of the invention using cryptographic protocols such as through a series of authenticatable message exchanges between the player and the wagering establishment, the gaming computer and the host computer directly on-line, or the gaming computer having a detachable tamper-resistant or tamper-evident credit module associated therewith or for use with a personal computer being provided to the player with preinstalled or preloaded gambling credit, the gaming system also enabling participation in future events of which the outcome is uncertain such as, for example, a lottery whereby the player makes selections on a gaming computer at a remote location.

Brenner *et al.* '709 relates to systems and processes for interactive off-track wagering. A user

reviews racing information and places bets using an off-track terminal. The user interactively selects a desired racetrack and race. Odds, pools, and payoff amounts may be viewed for a variety of complex wager types. To place a wager, the user selects a wager type, wager amount, and the desired runners. Account information can be reviewed. If desired, the user can transfer funds from a bank account to an account used for wagering. Racing videos can be viewed while the user reviews odds and places bets. Video clips of past races can be ordered. Related advertisements can be presented using text or video clips. Merchandise may be ordered interactively. Information regarding system usage may be gathered.

Garahi *et al.* '448 relates to a system in which locally-generated graphics may be displayed on a user's equipment. The user's equipment may be based on a set-top box and television or other user television equipment, a personal computer or handheld computing device or other user computer equipment, or a cellular telephone with a display or other user telephone equipment. The locally-generated graphics may be displayed as an overlay on top of video or as wrap-around graphics on the same screen as a reduced-size video window. The video and the graphics may be related to wagering and in particular may be related to horse racing. The user may interactively wager on horse races with the user equipment.

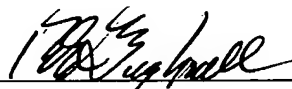
Rowe *et al.* '421 relates to a hand-held device which provides a game service system having a wire-less communication interface, a display screen and a microprocessor which generates a number of game service interfaces on the display screen. The hand-held device may input ticket voucher information and communicate with a remote transaction server such that a ticket voucher may be validated. Additionally, the hand-held device may be used to provide a variety of gaming services using different game service interfaces provided on the device. These hand-held devices may be checked out by a game service representative in a secure manner such that the game service representative may roam a game playing area and provide various game services to game players in the game playing area using the hand-held device. These game services may include ticket validation, a prize validation, food services, accommodation services or a gaming operations

services.

The citation of the foregoing references is not intended to constitute an assertion that other or more relevant art does not exist. Accordingly, the Examiner is requested to make a wide-ranging and thorough search of the relevant art.

No fee is incurred by this Statement.

Respectfully submitted,



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INFORMATION DISCLOSURE STATEMENT PTO-1449 (PAGE 1 OF 1)	SERIAL NUMBER	DOCKET NO. P57043
	APPLICANT Chang-Kyu PARK <i>et al.</i>	
	FILING DATE 11 March 2004	GROUP

U.S. PATENT DOCUMENTS						
EXAMINER	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE
	2001/0037293	11/01	Hindman et al.			
	2001/0039204	11/01	Tanskanen			
	2002/0049074	4/02	Eisinger et a l.			
	2002/0068631	6/02	Raverdy et al.			
	2002/0147047	10/02	Letovsky et al.			
	2003/0064805	4/03	Wells			
	2003/0176162	9/03	Planki et al.			
	6,089,975	7/00	Dunn			
	6,527,638	3/03	Walker et al.			
	6,554,709	4/03	Brenner et al.			
	6,674,448	1/04	Garahi et al.			
	6,682,421	1/04	Rowe et al.			

FOREIGN PATENT DOCUMENTS						TRANSLATION	
	DOCUMENT NUMBER	DATE	COUNTRY	CLASS	SUBCLASS	YES	NO

OTHER DOCUMENTS (Including Author, Title, Date, Pertinent Pages, etc.)	

EXAMINER:	DATE CONSIDERED:
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EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP §609. Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.